

NAME _____
Period _____
DATE _____

3.01 Elements of Design

LINE: establishes _____, creates motion, form, and illusion

1. _____ line: gives feeling of rest, parallel to ground
2. _____ line: gives feeling of height, dignity, perpendicular to ground
3. _____ line: gives feeling of direction, excitement
4. _____ line: softness, natural and flowing feelings

FORM: physical shape of objects

1. _____ form: objects are communicated as lifelike, traditional with a familiar feeling (chairs, tables, candlesticks)
2. _____ form: rearranges a recognizable object. Has a trait that looks like the real item, but has been altered. Usually contemporary, artistic feeling.
3. _____ form: uses squares, rectangles, circles and other geometric figures to create form. Square tables, round lampshades, various shapes of pillows, tiles on walls or floors.
4. _____ form: random and flowing, untraditional, unfamiliar, very different from realistic form

SPACE:

1. Refers to the _____ around a form.
2. Also refers to the area _____ a form.
3. _____ area in which a designer works.

MASS

1. _____: refers to a space that is visually crowded. Lots of patterns or lines. Feelings of cluttered, formal, heaviness
2. _____: space that is simple and sparse. Only essential items are in room. Communicates clean and airy feelings. I.e.: Shaker, Mission style

TEXTURE: refers to the way a surface looks or feels

1. _____: how a surface feels to the touch. You can actually see and feel the texture
2. _____: texture you can see but not feel. Scenic wallpapers, pictures of items.